

CS 3EA3 - Lecture Notes

Heuristic Programming

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Recall “Deleting a conjunct”

If R is of the form $P \wedge B$

with $P \rightarrow$ easily truthified

$B \rightarrow$ “hard”

Then consider P as *invariant* and B as *loop guard*.

\rightarrow

Initialize P

;do $\neg B \rightarrow ???$ od

{ $P \wedge B$ ie. R}

****For the following examples refer to the provided checklist on the theorem sheet****

Also given here:

Program Construction

Heuristic “Programming is a goal-oriented activity”:

1. Formalise ‘Givens’ and ‘Requires’ of the problem.
2. Obtain an invariant P and initialise the variables to make it true.
3. Bridge from invariant to post-condition: solve for B in $P \wedge \neg B \Rightarrow R$
4. If $\neg B$ holds then we’re done, otherwise we construct a loop to obtain it.
5. Solve for a “bound function” bf in $P \wedge B \Rightarrow bf > 0$.
6. Make progress towards termination: find a program S that *decreases* the bound.
7. Refine program S so that it *maintains* the invariant!

```
{ G }
initialisation
{ invariant P ; bound bf }
; do B  $\rightarrow$  { P  $\wedge$  B  $\wedge$  bf = C } S { P  $\wedge$  bf < C } od
{ R }
```

Note: the following program appeared in lecture one

R: $x \leq y$ “x is atmost y”

Is the same as:

$\vdash x \leq y \wedge \text{true}$ (idea of “multiply by 1”)

$\vdash \text{true} \wedge x \leq y$

bf: $x > y$

$x - y > 0$

Program:

do $(x > y) \rightarrow x, y := y, x$ od

*this will do one iteration

Side note: an IF statement was not used in the following program because if one guard is not true then the program will simply crash or abort.

```
if
   $\blacksquare G_1 \rightarrow$ 
  .
  .
   $\blacksquare G_n \rightarrow$ 
fi
```

*considering the if statement only consists of conditions and not an else statement: there is no guarantee that at least one guard will be true.

Example 1:

Note: The following program appeared in lecture 1. Similar to 3 elements de-arrangements.

R: $a \leq b \leq c \leq d$

- $\text{true} \wedge a \leq b \wedge b \leq c \wedge c \leq d$
- $P \quad \wedge \quad B$

“multiplying by ‘one’ concept”

$B \rightarrow$ negation of whole thing as loop guard: (recall: De Morgan law)

$$\neg(a \leq b \wedge b \leq c \wedge c \leq d) = a > b \vee b > c \vee c > d$$

Bound function: the number of out of order elements

do

- ▮ $a > b \rightarrow a, b := b, a$
- ▮ $b > c \rightarrow b, c := c, b$
- ▮ $c > d \rightarrow c, d := d, c$

with this we have to check if invariant holds at every position; but true will always be true

od

Example 2:

R: $q = A \div B \quad (\wedge r = A \bmod B)$

- $A = q \cdot B + r \wedge 0 \leq r < B \rightarrow 0 \leq r \wedge r < B$
- (P) (B)

G: $0 < B$

we know r is at least b so we can decrease: r by B

recall the notion of changing it to a domain you understand
***Ch15 - quiz sheet 6/7*

Refer to end of these notes for link

Find values for q and r that make R true.

If it's hard, that will give you loop guard

Loop guard is negation of B . $r < B \rightarrow \neg(r < B) = r \geq B$

If we take $q=0$, then $A=r$. so given is now:

G: $0 < B \wedge 0 \leq A$

Bf: $P \wedge B \leq r$

= {Weakening}

$B \leq r$

\Rightarrow {given and transitivity}

$0 < r$

Program:

$q, r := 0, A$

do $B \leq r \rightarrow q, r := E, r - B$ od

call it E for expression we don't know

if $P \wedge (B \leq r)$ then

$P[q, r := E, r - B]$

= {defn of P and textual substitution}

$A = E \cdot B + r - B \wedge 0 \leq r - B$

= {given $B \leq r$ and P }

$q \cdot B + r = E \cdot B + r - B$

= {arithmetic}

$E = q + 1$

now we can write in code: do $B \leq r \rightarrow q, r := q + 1, r - B$ od

Theorem sheet: <http://www.cas.mcmaster.ca/~alhasm/ThmList.pdf>

Links referring to sheet 6 and 7:

<http://www.cas.mcmaster.ca/~alhasm/Sheet6.pdf>

<http://www.cas.mcmaster.ca/~alhasm/Sheet7.pdf>